UN – 325-R

V Semester B.C.A. Degree Examination, November/December 2015
(Y2K8 Scheme) (F+R)
COMPUTER SCIENCE
BCA – 504 : Java Programming
(70 – 2013 – 14 and Onwards) (60 – Prior to 2013 – 14)

Time : 3 Hours Max. Marks : 60/70

Instructions : *1) Answer **all** the Sections.*
*2) Section – **D** is applicable to the students who were **admitted** in **2013 – 14** and Onwards.*

SECTION – A

Answer **any ten** questions : **(10×1=10)**

1. What do you mean by command line argument ?
2. What are the two ways of giving values to a variable ?
3. Write down the default values of byte and char datatypes.
4. Define a class and write down its syntax.
5. What is the use of 'this' and 'super' keywords ?
6. How multiple inheritance is achieved in Java ?
7. What is concurrency ?
8. What is exception ?
9. How user defined exception is done ?
10. Write down the applet code for "hello-class" file.
11. Why repaint ( ) method is used ?
12. Which method is used to draw a circle ?

P.T.O.

SECTION – B

Answer **any five** questions : **(5×3=15)**

13. Explain Java program structure.
14. Write a note on scope of variables.
15. Differentiate between string and string Buffer.
16. What is a vector ? Mention its advantages over an array.
17. What is a package ? Write down the steps for creating user defined package.
18. How is a string class different from string buffer class ? Give two methods of string class.
19. Write down the steps for drawing polygons.
20. Give the classification of input stream classes.

SECTION – C

Answer **any five** questions : **(5×7= 35)**

21. Explain the features of Java.
22. What is method overriding ? Write a program to demonstrate method overriding.
23. Explain any seven string methods with an example.
24. What is thread ? Explain thread life cycle with a neat diagram.
25. What is interface ? Write a program to demonstrate interface.
26. What do you mean by unchecked exception ? Write a program to illustrate try, catch and finally statements.
27. What is applet ? Explain applet life cycle with a neat diagram.
28. Write a note on graphic class and its methods.

SECTION – D

Answer **any one** question : **(1×10=10)**

29. a) Write a note on inheritance. **5**

    b) Write a program to display all prime numbers between two limits using command line argument. **5**

30. Write a program to implement mouse events.